

Multiple Choice

1. What is the purpose of the Prototype pattern?
 - a. To create new objects from scratch
 - b. To copy an existing object as a blueprint for creating new objects
 - c. To reduce the complexity of object creation
 - d. To maintain object relationships
2. Which component is responsible for creating new objects using the Prototype pattern?
 - a. Prototype
 - b. Concrete Prototype
 - c. Client
 - d. Prototype Registry
3. When is the Prototype pattern useful?
 - a. When object creation is more efficient by copying an existing object
 - b. When a class cannot anticipate the type of objects it must create
 - c. When configuring complex objects with different properties
 - d. All of the above
4. What are the pros of using the Prototype pattern?
 - a. Object creation efficiency and flexible object creation
 - b. Reduced complexity and maintains object relationships
 - c. Efficient cloning and reduced need for proper initialization
 - d. All of the above
5. What are the cons of using the Prototype pattern?
 - a. Cloning complexity and potential for inefficient cloning
 - b. Need for proper initialization and maintaining prototypes
 - c. Object creation efficiency and reduced complexity
 - d. All of the above